

DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
Sound, either good suit or good hand	
M over overcall = F1	
minor over overcall = NF	
2NT over 1M= 4+ support good hand	
INT OVERCALL (2nd/4th Live; Responses; Reopening)	
System on in reopening, Natural live (in 2 nd)	
JUMP OVERCALLS (Style; Responses; Unusual NT)	
1♦-3♣ = 55 both majors, 2NT=lower rank suits 5-5	
1♥-3♠ = 55 ♠+♦	
1♠-3♣ = 55 ♥+♦	
Reopen:	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Ghestem, 1♠-2♣ natural, 1♠-3♣ = 55 ♠+♦	
1♦-2♦ = 55 ♠+♣	
1♥-2♥ = 55 ♠+♣	
1♠-2♠ = 55 ♥+♣	
VS. NT (vs. Strong/Weak; Reopening; PH)	
Dbl = points	
2♣ = majors	
2♦ = one major	
2♥, 2♠, ♥/♠+m (maybe 5-4)	
2NT = both minors	
3x = Nat	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
Leaping Michaels: 3x- 4m = m +M; 2♥/♠ - 4m = m+other M	
Jump in NT = to play	
Dbl = std	
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣	
X=clubs 1♦,♥,♠=nat, 1nt=minors, 2♣ one suiter, 2♦=both majors	
2♥/♠= ♥/♠ and minor	
OVER OPPONENTS' TAKEOUT DOUBLE	
Transfer responses over 1major, transfer to the major showing 8-10, 3+ cards in the M	

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead		In Partner's Suit
Suit	1 st , 3 rd , 5th		1 st , 3 rd , 5th
NT	1 st , 3 rd , 5th		1 st , 3 rd , 5th
Subsequent	same		
Other:			
LEADS			
Lead	Vs. Suit		Vs. NT
Ace	AKx, Ax, A		Akxx, Axx, Ax
King	AK, Kqx, Kx, K		AKJxx, KQx, Kx
Queen	QJx, Qx, Q		QJx, Qx
Jack	HJT, JTx, Jx, J		HJT, JTx, Jx
10	HT9, T9x, Tx, T		T9x, Tx
9	98x, 9x, 9		HT9,RVT9, RV98, 98x, 9x
Hi-x	xx, xxxx		xx, xxxx
Lo-x	xxx, xxxxx		xxx, xxxxx
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	High encourage	High low even	High, low
Suit 2	Suit Preference	Suit Preference	Count
3			
1	High encourage	High low even	Odd even
NT 2	Suit preference	Suit preference	count
3			
Signals (including Trumps):			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
May be weak nv, and very light in reopening			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Dbl from opener, after 3 rd suit by RHO = penalty			
1m-(1♥)- x = 4+♠, 1♠ = 0-3 ♠			
1♠-(1♦)-x = 4+♥; 1♠-(1♦)-1♥ = 4+♠; 1♠-(1♦)-1♠ = 0-3 ♠			
XX after ptn overcall = one big honour (A,K or Q) on ptn suit			

EBL CONVENTION CARD	
CATEGORY: Green	
NBO: Portugal	
PLAYERS: Sofia Pessoa - Nuno Paz	
EVENT: European Teams Championship 2018, Ostend	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
2/1 GF, 1NT F1	
5 card majors, 4+♦	
1NT = 15(14)-17, 5M possible, 6-(7) m possible	
2♣ = GF, asking aces	
2♦ = Multicolor, weak in ♥ or ♠	
2♥,♠ = Strong, like an ACOL strong 2	
2NT = 20-22	
3NT = Any solid suit	
4♣/♦ = Namyats	
SPECIAL BIDS THAT MAY REQUIRE DEFENSE	
3♦ over 1M = 4+M 10-11	
2♠ over 1♥ = 4+♥ sing in one minor, 3♣ 4+♥ sing in ♠	
3♣ over 1♠ = 4+♠ sing in one minor, 3♥ 4+♠ sing in ♥	
2♦ multicolour = only weak in ♥ or ♠	
2♥/♠ ACOL 2 bid	
Transfers after double over 1m/M opening bid	
Inverted minors	
Jacoby 2nt over one major	
SPECIAL FORCING PASS SEQUENCES	
GF situations, 1x-(1y)-pass- pass, almost forcing, unless 3+ c in y	
IMPORTANT NOTES	
PSYCHICS: rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	BIDDING CONVENTIONS			
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣	X	2		11-21	Inverted minors, Walsh		
1 ♦		4		11-21	Inverted minors		
1 ♥		5		11-21	2NT = GF 4+sup, 3♦ = 10-11 4♥ bal 2♠=4♥ sing in one minor 7-9, 3♠= 4♥ sing in ♠ 7-9	3x=singleton, 3M=strong, 3NT =12-14 with cue, 4♥=12-14 without cue, 4x = 5-5 good hand	1♥-2♥=Drury, 1♥-2♦=natural or weak ♥ support
1 ♠					3♠= 4♠ sing in one minor 7-9, 3♥=sing in ♥ 7-9	Same as above	1♠-2♠=Drury, 1♠-2♥=natural or weak ♠ support
INT				15(14+)-17	2♣ =Stayman, 2♦/♥ = transfer, 2♠=♣, 2NT=♦ 3♣=Puppet, 3♦=55 M invitational; 3♥/♠= 55 minors, short in ♥/♠, 4♠=both majors (slamish), 4♦=both majors (to play), 4♥/ 4♠= to play	3♣ over 2♣ and 3♦ over 2NT = good support	
2 ♣	X			GF asking aces	2♦=no Aces, 2♥/2♠/3♠/3♦=Ace, 2NT=10+ or 2K (no Aces), 3♥=2A same colour, 3♠=2A same rank, 3NT=2A ♠&♦ or ♥&♣		
2 ♦	X	6 (5)		Weak in ♥ or ♠	2NT= ask promise xx in both majors 3x = F1	3♠=min with ♥, 3♦=min with ♠ 3♥=max with ♠, 3♠=max with ♥	
2 ♥		5		14-22	2NT = weak F1, 3x = good hand, 3♥ = Std		
2 ♠		5		14-22	2NT = weak F1, 3x = good hand, 3♠ = Std		
2 NT				20-22	3♣ =Muppet Stayman, 3♦/3♥=trnsf, 3♠ forces 3NT, 3NT = forces 4♣	3♦ = one or both Maj, 3♥=no Majors, 3♠=5♠, 3NT= 5♥. Over 3♦, 3♥=2♥, 3♠=5♠+2♥, 3NT=4+♥. Over 3♥, 3♠=2♠, 3NT=4+. Over 3♠ followed by 3NT, 4♠=5♠+4♦, 4♦=5♦+4♠, 4♥=5-5 short in ♥, 5-5 short in ♠. Over 3NT followed by 4♣, pass to play, 4♦=weak ♦, 4♥=slam try in ♠, 4♠=slam try in ♦.	
3 ♣		6		Nat preempt, may be weaker nv vs v	3♦ forces 3♥, 3♠=nat inv, 3NT choice of game 4♠ slam try, 4♦=both maj, 4♥/♠ choice of game directly is natural, and partner have to pass		
3 ♦		6			3x = F1		
3 ♥		6			3x = F1		
3 ♠		6			3x = F1		
3 NT	X			Solid suit without side stopper	4♠ = pass or correct		
4 ♣	X			Strong 4♥ opening			
4 ♦	X			Strong 4♠ opening			
4 ♥/♠				Pre-emptive			
4 NT							
5 ♣/♦				Pre-emptive			
						HIGH LEVEL BIDDING	
						RKCB 30, 41, 2 w/o Q, 2 with Q; when ♥ is trump, 41-30	
						DOPI, exclusion BW	